EDUCATIONAL PROGRAM
FOR THE VIC–20

BY
SCHOOLMASTER
PROGRAMMING COMPANY

* * * SPELLING II * * *
WORDS FOR SEVENTH AND EIGHTH GRADERS

NEVER BEFORE HAS SPELLING BEEN SUCH FUN! THIS COURSE WILL TURN YOUR COMMODORE COMPUTER INTO AN AMUSING TEACHER THAT CHILDREN CAN'T RESIST. INCLUDES SOUND EFFECTS.

(REQUIRES COMMODORE CASSETTE PLAYER)

NEEDS NO ADDITIONAL MEMORY
RUNS ON 5K

INSTRUCTIONS

1. PLACE CASSETTE INTO PLAYER LABEL SIDE UP.
2. MAKE SURE THAT THE CASSETTE IS FULLY REWOUND.
3. WITH COMPUTER UP AND RUNNING, TYPE ***LOAD*** AND PRESS RETURN.
4. WHEN THE COMPUTER SAYS IT IS READY, TYPE ***RUN*** AND PRESS RETURN.

WHEN THE COMPUTER ASKS YOU TO ENTER (F1), USE THE TAN KEY AT THE UPPER RIGHT OF THE KEYBOARD.

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